



IDS #0204

## INFORMATION DISCLOSURE

ATTY. DOCKET NO.

SERIAL NO.

723-1403

10/600,585

APPLICANT

SHIMIZU et al.

FILING DATE

GROUP

June 23, 2003

IBA 2026

## U.S. PATENT DOCUMENTS

*EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
EP	6,609,977	08/2003	SHIMIZU et al.	463	36	
EP	6,334,160	12/2001	EMMERT et al.	710	11	
EP	6,307,880	10/2001	EVANS et al.	375	222	
EP	6,279,906	08/2001	SANDERSON et al.	273	148	
EP	6,264,558	07/2001	NISHIUMI et al.	463	36	
EP	US 2001/0008847	07/2001	MIYAMOTO et al.	463	33	
EP	6,263,392	07/2001	McCAULEY	710	129	
EP	US 2001/0006391	07/2001	SAWANO et al.	345	418	
EP	6,247,075	06/2001	WANG et al.	710	63	
EP	6,238,291	05/2001	FUJIMOTO et al.	463	44	
EP	6,230,232	05/2001	NISHIUMI et al.	711	4	
EP	6,217,351	04/2001	FUNG et al.	439	131	
EP	6,213,878	04/2001	SETSUMASA et al.	463	31	
EP	6,200,253	03/2001	NISHIUMI et al.	563	47	
EP	6,193,609	02/2001	D'ACHARD VAN ENSCHUT	463	37	
EP	6,190,257	02/2001	TAKEDA et al.	463	29	
EP	6,171,190	01/2001	THANASACK et al.	463	51	
EP	6,166,748	12/2000	VAN HOOK et al.	345	522	
EP	6,147,673	11/2000	ZAREK	345	156	
EP	6,131,134	10/2000	HUANG et al.	710	103	
EP	6,101,560	08/2000	GULICK	710	62	
EP	6,098,130	08/2000	WANG	710	100	
EP	6,076,119	06/2000	MAEMURA et al.	710	15	
EP	6,071,191	06/2000	TAKEDA et al.	463	29	
EP	6,067,411	05/2000	POIMBOEUF et al.	395	551	
EP	6,033,309	03/2000	COUCH et al.	463	38	
EP	6,018,765	01/2000	DURANA et al.	709	217	
EP	6,006,295	12/1999	JONES et al.	710	62	
EP	5,996,033	11/1999	CHIU-HAO	710	68	
EP	5,991,546	11/1999	CHAN et al.	395	882	
EP	5,935,224	08/1999	SVANCAREK et al.	710	63	
EP	5,892,974	04/1999	KOIZUMI et al.	395	836	
EP	5,886,686	03/1999	CHEN	345	168	
EP	5,872,999	02/1999	KOIZUMI et al.	395	892	
EP	5,870,027	02/1999	HO	340	693	
EP	5,867,166	02/1999	MYHRVOLD et al.	345	419	
EP	5,832,244	11/1998	JOLLEY et al.	395	309	
EP	5,816,921	10/1998	HOSOKAWA	463	43	

\*Examiner

EVAN PERT

G-22-06

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

## INFORMATION DISCLOSURE

ATTY. DOCKET NO.

SERIAL NO.

CITATION

723-1403

10/600,585

APPLICANT

SHIMIZU et al.

FILING DATE

GROUP

June 23, 2003

TBA 2826

## U.S. PATENT DOCUMENTS

EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
EP	5,784,064	07/1998	PENNA et al.	345	422	
EP	5,754,890	05/1998	HOLMDAHL et al.	395	883	
EP	5,748,756	05/1998	LEAL et al.	381	118	
EP	5,721,947	02/1998	PRIEM et al.	395	824	
EP	5,717,428	02/1998	BARRUS et al.	345	168	
EP	5,708,799	01/1998	GAFKEN et al.	395	500	
EP	5,696,912	12/1997	BICEVSKIS et al.	395	308	
EP	5,680,534	10/1997	YAMATO et al.	395	173	
EP	5,655,966	08/1997	WERDIN, Jr., et al.	463	25	
EP	5,645,277	07/1997	CHENG	273	148	
EP	5,644,790	07/1997	LI et al.	395	883	
EP	5,630,174	05/1997	STONE, III, et al.	395	883	
EP	5,630,170	05/1997	KOIZUMI et al.	395	834	
EP	5,628,686	05/1997	SVANCAREK et al.	463	36	
EP	5,615,344	03/1997	COBDER	395	309	
EP	5,607,157	03/1997	NAGASHIMA	273	148	
EP	5,599,231	02/1997	HIBINO et al.	463	29	
EP	5,599,232	02/1997	DARLING	463	44	
EP	5,593,350	01/1997	BOUTON et al.	463	36	
EP	5,546,050	08/1996	FLORIAN et al.	330	282	
EP	5,513,302	04/1996	TSAI	395	114	
EP	5,509,811	04/1996	HOMIC	439	55	
EP	5,549,487	10/1995	BOUTON	345	156	
EP	5,428,355	06/1995	JONDROW et al.	341	20	
EP	5,421,590	06/1995	ROBBINS	273	438	
EP	5,389,006	02/1995	NOSCHESE	439	354	
EP	5,268,669	12/1993	ROSKOWSKI	340	534	
EP	5,245,320	09/1993	BOUTON	345	167	
EP	5,239,540	08/1993	ROVIRA et al.	370	77	
EP	5,230,059	07/1993	NIELSEN et al.	395	800	
EP	5,213,327	05/1993	KITAUE	273	148	
EP	5,155,768	10/1992	MATSUHARA	380	23	
EP	RE 34,161	01/1993	NAKAGAWA et al.	273	85	
EP	5,091,832	02/1992	TORTOLA et al.	362	109	
EP	5,050,041	09/1991	SHAFI	361	391	
EP	5,049,863	09/1991	OKA	340	170	
EP	5,004,232	04/1991	WONG et al.	273	435	
EP	4,976,429	12/1990	NAGEL	273	1	
EP	4,972,470	11/1990	FARAGO	380	3	
EP	4,850,591	07/1989	TAKEZAWA et al.	273	85	

\*Examiner

EVAN PERT

Date Considered

6-22-06

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

## INFORMATION DISCLOSURE

ATTY. DOCKET NO.

**SERIAL NO.**

723-1403

10/600,585

**APPLICANT**

SHIMIZU et al.

FILING DATE

**GROUP**

**June 23, 2003**

~~TBA~~

TBA 2826

## U.S. PATENT DOCUMENTS

[illegible]

## FOREIGN PATENT DOCUMENTS

							TRANSLATION	
DOCUMENT			DATE	COUNTRY	CLASS	SUBCLAS	YES	NO
EP		0780771A2	06/1997	EP				
SI		8809573A1	06/1990	WO				
*Examiner		EVAN PERT		Date Considered	6-22-06			

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.



## INFORMATION DISCLOSURE

ATTY. DOCKET NO.

SERIAL NO.

723-1403

10/600,585

APPLICANT

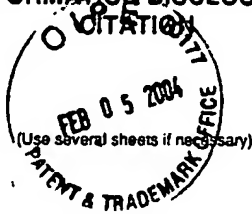
SHIMIZU et al.

FILING DATE

GROUP

June 23, 2003

IBA 2826



## U.S. PATENT DOCUMENTS

*EXAMINER	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
INITIAL						
EP	001 6,226,012	5/2001	PRIEM et al.	/	/	
EP	002 6,198,488	3/2001	LINDHOLM et al.	/	/	
EP	003 6,181,352	1/2001	KIRK et al.	/	/	
EP	004 6,173,367	1/2001	ALEKSIC et al.	/	/	
EP	005 6,092,124	7/2000	PRIEM et al.	/	/	
EP	006 6,057,852	5/2000	KRECH, Jr.	/	/	
EP	007 6,037,949	3/2000	DeROSE et al.	/	/	
EP	008 6,028,611	2/2000	ANDERSON et al.	/	/	
EP	009 6,025,853	2/2000	BALDWIN	/	/	
EP	010 6,023,738	2/2000	PRIEM et al.	/	/	
EP	011 6,002,409	12/1999	HARKIN	/	/	
EP	012 5,999,196	12/1999	STORM et al.	/	/	
EP	013 5,969,726	10/1999	RENTSCHLER et al.	/	/	
EP	014 5,949,440	9/1999	KRECH, Jr. et al.	/	/	
EP	015 5,949,424	9/1999	CABRAL et al.	/	/	
EP	016 5,940,086	8/1999	RENTSCHLER et al.	/	/	
EP	017 5,920,326	7/1999	RENTSCHLER et al.	/	/	
EP	018 5,917,496	6/1999	FUJITA et al.	/	/	
EP	019 5,874,969	2/1999	STORM et al.	/	/	
EP	020 5,821,949	10/1998	DEERING	/	/	
EP	021 5,815,166	9/1998	BALDWIN	/	/	
EP	022 5,805,868	9/1998	MURPHY	/	/	
EP	023 5,801,716	9/1998	SILVERBROOK	/	/	
EP	024 5,801,706	9/1998	FUJITA et al.	/	/	
EP	025 5,798,770	8/1998	BALDWIN	/	/	
EP	026 5,777,629	7/1998	BALDWIN	/	/	
EP	027 5,774,133	6/1998	NEAVE et al.	/	/	
EP	028 5,768,629	6/1998	WISE et al.	/	/	
EP	029 5,768,626	6/1998	MUNSON et al.	/	/	
EP	030 5,764,243	6/1998	BALDWIN	/	/	
EP	031 5,758,182	5/1998	ROSENTHAL et al.	/	/	
EP	032 5,727,192	3/1998	BALDWIN	/	/	
EP	033 5,721,947	2/1998	PRIEM et al.	/	/	
EP	034 5,701,444	12/1997	BALDWIN	/	/	
EP	035 5,687,357	11/1997	PRIEM	/	/	
EP	036 5,608,424	3/1997	TAKAHASHI et al.	/	/	
EP	037 5,594,854	1/1997	BALDWIN et al.	/	/	
EP	038 5,504,917	4/1996	AUSTIN	/	/	
*Examiner	EVAN PERT		Date Considered	6-22-06		

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

## INFORMATION DISCLOSURE

ATTY. DOCKET NO.

SERIAL NO.

CITATION

723-1403

10/600,585

APPLICANT

SHIMIZU et al.

FILING DATE

GROUP

June 23, 2003

JBA 2826

(Use several sheets if necessary)

## U.S. PATENT DOCUMENTS

*EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
EP	039 5,457,775	10/1995	JOHNSON Jr. et al.			
EP	040 5,421,028	5/1995	SWANSON			
EP	041 5,392,393	2/1995	DEERING			
EP	042 5,392,385	2/1995	EVANGELISTI et al.			
EP	043 5,170,468	12/1992	SHAH et al.			
EP	044 5,136,664	8/1992	BERSACK et al.			
EP	045 4,945,500	7/1990	DEERING			
EP	046 4,914,729	4/1990	OMORI et al.			
EP	047 4,901,064	2/1990	DEERING			
EP	048 4,866,637	9/1989	GONZALEZ-LOPEZ et al.			
EP	049 4,862,392	8/1989	STEINER			
EP	050 4,829,295	5/1989	HIROYUKI			
EP	051 4,725,831	2/1988	COLEMAN			
EP	052 4,658,247	4/1987	GCHARACHORLOO			
EP	053 4,570,233	2/1986	YAN et al.			
EP	054 4,425,559	1/1984	SHERMAN			
EP	055 4,388,620	6/1983	SHERMAN			

## FOREIGN PATENT DOCUMENTS

	DOCUMENT	DATE	COUNTRY	CLASS	SUBCLASS	TRANSLATION YES	TRANSLATION NO
EP	056 EP 1 081 649	3/2001	EUROPEAN				
EP	057 EP 1 075 146	2/2001	EUROPEAN				
EP	058 EP 1 074 945	2/2001	EUROPEAN				
EP	059 JP 2000-215325	8/2000	JAPAN (w/English Abstract)				
EP	060 JP 2000-207582	7/2000	JAPAN (w/English Abstract)				
EP	061 JP 2000-182077	6/2000	JAPAN (w/English Abstract)				
EP	062 JP 2000-156875	6/2000	JAPAN (w/English Abstract)				
EP	063 JP 2000-149053	5/2000	JAPAN (w/English Abstract)				
EP	064 JP 2000-132706	5/2000	JAPAN (w/English Abstract)				
EP	065 JP 2000-132704	5/2000	JAPAN (w/English Abstract)				
EP	066 JP 2000-92390	3/2000	JAPAN (w/English Abstract)				
EP	067 JP 2000-66985	3/2000	JAPAN (w/English Abstract)				
EP	068 JP 11259678	9/1999	JAPAN (w/English Abstract)				
EP	069 JP 11259671	9/1999	JAPAN (w/English Abstract)				

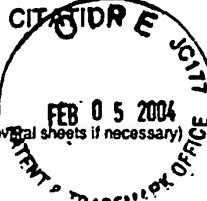
\*Examiner EVAN PERT Date Considered 6-22-06

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

## INFORMATION DISCLOSURE

ATTY. DOCKET NO.

SERIAL NO.



723-1403

10/600,585

APPLICANT

SHIMIZU et al.

FILING DATE

GROUP

June 23, 2003

TBA 2926

## FOREIGN PATENT DOCUMENTS

TRANSLATION

		DOCUMENT	DATE	COUNTRY	CLASS	SUBCLASS	YES	NO
SP	070	JP 11226257	8/1999	JAPAN (w/English Abstract)				
SP	071	JP 11203500	7/1999	JAPAN (w/English Abstract)				
SP	072	JP 11161819	6/1999	JAPAN (w/English Abstract)				
SP	073	JP 11076614	3/1999	JAPAN (w/English Abstract)				
SP	074	JP 11053580	2/1999	JAPAN (w/English Abstract)				
SP	075	WO 94/10641	5/1994	WIPO				
SP	076	CA 2,070,934	12/1993	CANADIAN				

## OTHER DOCUMENTS (Including Author, Title, Date, Pertinent pages, etc.)

SP	077	Photograph of Sony PlayStation II System
SP	078	Photograph of Sega Dreamcast System
SP	079	Photograph of Nintendo 64 System
SP	080	Whitepaper: 3D Graphics Demystified, November 11, 1999, www.nvidia.com
SP	081	Whitepaper: "Z Buffering, Interpolation and More W-Buffering", Doug Rogers, January 31, 2000, www.nvidia.com
SP	082	Whitepaper: Using GL_NV_vertex_array and GL_NV_fence, posted 8/1/2000, www.nvidia.com
SP	083	Whitepaper: Anisotropic Texture Filtering in OpenGL, posted 7/17/2000, www.nvidia.com
SP	084	Whitepaper: Mapping Texels to Pixels in D3D, posted 4/5/2000, www.nvidia.com
SP	085	Whitepaper: Guard Band Clipping, posted 1/31/2000, www.nvidia.com
SP	086	Whitepaper: Cube Environment Mapping, posted 1/14/2000, www.nvidia.com
SP	087	Whitepaper: Color Key in D3D, posted 1/11/2000, www.nvidia.com
SP	088	Whitepaper: Vertex Blending Under DX7 for the GeForce 256, 1/5/2000, www.nvidia.com
SP	089	Whitepaper: Optimizing Direct3D for the GeForce 256, 1/3/2000, www.nvidia.com
SP	090	Whitepaper: Dot Product Texture Blending, 12/3/1999, www.nvidia.com
SP	091	Whitepaper: Technical Brief: AGP 4X with Fast Writes, 11/10/1999, www.nvidia.com
SP	092	Technical Brief: Transform and Lighting, 11/10/1999, www.nvidia.com
SP	093	Technical Brief: What's New With Microsoft DirectX7, posted 11/10/1999, www.nvidia.com
SP	094	Mitchell et al., "Multitexturing in DirectX6", Game Developer, September 1998, www.gdmag.com
SP	095	VisionTek, "GeForce2 GS Graphics Processing Unit", ©2000 www.visiontek.com
SP	096	Jim Bushnell et al. "Advanced Multitexture Effects With Direct3D and OpenGL", Pyramid Peak Design & ATI Research, Inc., GameDevelopers Conference, ©1999
SP	097	Sony PlayStation II Instruction Manual, Sony Computer Entertainment Inc., ©2000
SP	098	Stand and Be Judged, Next Generation, May 2000
SP	099	PlayStation II: Hardware Heaven or Hell?, Next Generation, January 2000
SP	100	Chris Charla, "Play Station II: The Latest News", Next Generation, September 1999
SP	101	"First PlayStation II Gameplay Screens Revealed!", Next Generation, September 1999
SP	102	Game Enthusiast Online Highlights, March 18, 1999
SP	103	Game Enthusiast Online Highlights, March 19, 1999
SP	104	Game Enthusiast Online Highlights, March 17, 1999
SP	105	Game Enthusiast Online Highlights, October 20, 1999
SP	106	Joel Easley, "PlayStation II Revealed", Game Week, September 29, 1999

Examiner

EVAN PERT

Date Considered

6/22/06

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.



## INFORMATION DISCLOSURE

ATTY. DOCKET NO.

SERIAL NO.

CITATION

723-1403

10/600,585

APPLICANT

SHIMIZU et al.

FILING DATE

GROUP

June 23, 2003

TBA 282C

FEB 05 2004  
(Use several sheets if necessary)

## OTHER DOCUMENTS (Including Author, Title, Date, Pertinent pages, etc.)

107	Inside Sony's Next Generation Playstation, ©1999
108	Press Releases, March 18, 1999
109	Chris Johnston, "PlayStation Part Deux", Press Start, ©1999
110	Nikkei Shimbun, "Sony Making SME, Chemical and SPT into Wholly-Owned Subsidiaries", March 9, 1999
111	AM News: Japanese Developers Not All Sold on PS2, Next Generation, March 16, 1999
112	Sony To Turn PlayStation Maker Into Wholly Owned Unit-Nikkei, Dow Jones News Service, March 8, 1999
113	Yumiko Ono, Sony Antes Up Its Chips In Bet On New Game System, Dow Jones News Service, March 4, 1999
114	MacWeek.Com Gets Inside Story on Connectix VGS for Windows; Controversial Emulator of Sony PlayStation Games Cureently Available for Macs Only, Business Wire, March 12, 1999
115	"DexDrive Bridges Gap", The Tampa Tribune, March 12, 1999
116	A Microprocessor With a 128b CPU, 10 Floating-Point MAC's, 4 Floating-Point Dividers, and an MPEG2 Decoder, 1999 IEEE International Solid-State Circuits Conference, February 16, 1999
117	Dreamcast Instruction Manual, Sega Enterprises, Ltd., ©1998
118	"Sega To Launch Video Camera for Dreamcast", Reuters Business News, February 16, 2000
119	David Pescovitz, "Dream On", Wired, August 1999
120	Randy Nelson, "Dreamcast 101: Everything You Ever Wanted To Know About Sega's Powerful New Console", Official Sega Dreamcast Magazine, June 1999
121	2D/3D Graphics Card User Manual, Guillemot ©1999
122	Nintendo 64 Instruction Booklet, Nintendo of America, 1998
123	Steven Levy, "Here Comes PlayStation II", Newsweek, March 6, 2000
124	David Sheff, "Sony Smackage: Test Driving The PlayStation II", Wired, November 1999
125	Introducing The Next Generation PlayStation, Sony Computer Entertainment Inc., ©1999
126	Leadtek GTS, August 3, 2000, www.hexus.net
127	Voodoo 5 5500 Review, July 26, 2000, www.hexus.net
128	ATI Radeon 64 Meg DDR OEM, August, 19, 2000, www.hexus.net
129	Microsoft Xbox - The Future of Gaming, Microsoft Xbox Performance Sheet, www.xbox.com
130	Robert L. COOK, "Shade Trees", Computer Graphics, Vol. 18, No. 3, July 1984
131	WANG et al., "Second-Depth Shadow Mapping", Department of Computer Science, Univ. N.C, Chapel Hill, N.C. pp. 1-7
132	PEERCY et al., "Efficient Bump Mapping Hardware", Computer Graphics Proceedings, Annual Conference Series, 1997
133	Gustavo OLIVEIRA, "Refractive Texture Mappig, Part One", www.gamasutra.com, November, 10, 2000
134	John SCHLAG, "Fast Embossing Effects on Raster Image Data, Graphics Gems IV, Edited by Paul S. Heckbert, Computer Science Department, Carnegie Mellon University, Academic Press, Inc., 1994, pp.433-437
135	James F. BLINN, "Simulation of Wrinkled Surfaces," Caltech/JPL, pp. 286-292, SIGGRAPH 78 (1978)
136	Tomas MÖLLER and Eric HAINES "Real-Time Rendering", AK Peters, Ltd., ©1999, pp. 127-142
137	Technical Presentation: Vertex Buffers, posted 6/12/2000, www.nvidia.com
138	Technical Presentation: Hardware Transform and Lighting, www.nvidia.com, posted 6/12/2000
139	Technical Presentation: Hardware Bump-mapping Choices and Concepts, 6/07/2000, www.nvidia.com
140	Technical Presentation: How to Bump Map a Skinned Polygonal Model, 6/7/2000, www.nvidia.com
141	Technical Presentation: Computations for Hardware Lighting and Shading, 3/17/2000, www.nvidia.com

\*Examiner

EVAN PERT

Date Considered

6/22/06

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

## INFORMATION DISCLOSURE

ATTY. DOCKET NO.

SERIAL NO.

723-1403

10/600,585

APPLICANT

SHIMIZU et al.

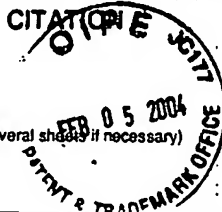
FILING DATE

GROUP

June 23, 2003

TBA 2826

(Use several sheets if necessary)



## OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

142	Technical Presentation: Practical Bump-mapping for Today's GPUs, 3/17/2000 www.nvidia.com
143	Technical Presentation: Shadows, Transparency, & Fog, 3/17/2000 www.nvidia.com
144	Technical Presentation: GeForce 256 Register Combiners, 3/17/2000, www.nvidia.com
145	Technical Presentation: TexGen & The Texture Matrix, 3/15/2000 www.nvidia.com
146	Technical Presentation: Toon Shading, 3/15/2000, www.nvidia.com
147	Technical Presentation: D3D 7 Vertex Lighting, 3/15/2000, www.nvidia.com
148	Technical Presentation: Per-Pixel Lighting (by S. Dietrich) 3/14/2000 www.nvidia.com
149	Technical Presentation: GeForce 256 and RIVA TNT Combiners, 12/8/1999, www.nvidia.com
150	Technical Presentation: Vertex Cache Optimization, 11/12/1999, www.nvidia.com
151	Technical Presentation: Vertex Blending, 11/12/1999, www.nvidia.com
152	Technical Presentation: Hardware Transform and Lighting, 11/12/1999, www.nvidia.com
153	Technical Presentation: GeForce 256 Overview, 11/12/1999, www.nvidia.com
154	Technical Presentation: DirectX 7 and Texture Management, 11/12/1999 www.nvidia.com
155	Technical Presentation: Dot Product Lighting, 11/12/1999, www.nvidia.com
156	Technical Presentation: Texture Coordinate Generation, 11/3/1999, www.nvidia.com
157	Technical Presentation: Phong Shading and Lightmaps, 11/3/1999, www.nvidia.com
158	Technical Presentation: The ARB_multitexture Extension, 11/3/1999 www.nvidia.com
159	Technical Presentation: Multitexture Combiners, 11/3/1999, www.nvidia.com
160	Technical Presentation: Emboss Bump Mapping, 11/3/1999, www.nvidia.com
161	Technical Presentation: Hardware Accelerated Anisotropic Lighting, 11/3/1999 www.nvidia.com
162	Technical Presentation: Guard Band Clipping, 11/3/1999, www.nvidia.com
163	The RenderMan Interface, Stephan R. Keith, Version 3.1, Pixar Animation Studios, September 1989
164	The RenderMan Interface, Version 3.2, Pixar Animation Studios, July 2000, www.pixar.com
165	NVIDIA Product Overview, "GeForce2Ultra", NVIDIA Corporation, 8/21/00, www.nvidia.com
166	Duke, "Dreamcast Technical Specs", Sega Dreamcast Review, Sega, 2/99, www.game-revolution.com
167	Marlin Rowley, "GeForce 1 & 2 GPU Speed Tests", 5/11/2000, www.g256.com
168	"Dreamcast: The Full Story", Next Generation, September 1998

## OTHER REFERENCE ON SEPARATE CD:

DirectX 7.0 Programmer's Reference, Microsoft Corporation, 1995-1999 (as part of the DirectX 7.0 SDK on the Companion CD included with "Inside Direct3D", Microsoft Programming Series, Peter J. Kovach, Microsoft Press, 1999)

## TEXTBOOK REFERENCES:

11	"Inside Direct3D", Microsoft Programming Series, Peter J. Kovach, Microsoft Press, 1999
21	"OpenGL Programming Guide, The Official Guide to Learning OpenGL, Release 1", Jackie Nieder, Tom David, Mason Woo, Addison-Wesley Publishing Co., 1993
21	"Procedural Elements for Computer Graphics," Second Edition, David F. Rogers, McGraw Hill, 1998
21	"Real-Time Rendering," Tomas Moller, Eric Haines, AK Peters, 1999
21	"Computer Graphics, Principles and Practice," Second Edition, The Systems Programming Series, Foley, van Dam, Fiener, Hughes, Addison Wesley, 1990
21	"Principles of Three-Dimensional Computer Animation", "Revised Edition, Michael O'Rourke, W.W. Norton & Company, 1998

Examiner

Date Considered

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

IDS #0903

INFORMATION DISCLOSURE  
CITATION

ATTY. DOCKET NO.

SERIAL NO.

723-1403

10/600,585

APPLICANT

SHIMIZU et al.

FILING DATE

GROUP

June 23, 2003

TBA

## U.S. PATENT DOCUMENTS

*EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
	6,609,977	08/2003	SHIMIZU et al.	463	36	
	6,334,160	12/2001	EMMERT et al.	710	11	
	6,307,880	10/2001	EVANS et al.	375	222	
	6,279,906	08/2001	SANDERSON et al.	273	148	
	6,264,558	07/2001	NISHIUMI et al.	463	36	
	US 2001/0008847	07/2001	MIYAMOTO et al.	463	33	
	6,263,392	07/2001	McCAULEY	710	129	
	US 2001/0006391	07/2001	SAWANO et al.	345	418	
	6,247,075	06/2001	WANG et al.	710	63	
	6,238,291	05/2001	FUJIMOTO et al.	463	44	
	6,230,232	05/2001	NISHIUMI et al.	711	4	
	6,217,351	04/2001	FUNG et al.	439	131	
	6,213,878	04/2001	SETSUMASA et al.	463	31	
	6,200,253	03/2001	NISHIUMI et al.	563	47	
	6,193,609	02/2001	D'ACHARD VAN ENSCHUT	463	37	
	6,190,257	02/2001	TAKEDA et al.	463	29	
	6,171,190	01/2001	THANASACK et al.	463	51	
	6,166,748	12/2000	VAN HOOK et al.	345	522	
	6,147,673	11/2000	ZAREK	345	156	
	6,131,134	10/2000	HUANG et al.	710	103	
	6,101,560	08/2000	GULICK	710	62	
	6,098,130	08/2000	WANG	710	100	
	6,076,119	06/2000	MAEMURA et al.	710	15	
	6,071,191	06/2000	TAKEDA et al.	463	29	
	6,067,411	05/2000	POIMBOEUF et al.	395	551	
	6,033,309	03/2000	COUCH et al.	463	38	
	6,018,765	01/2000	DURANA et al.	709	217	
	6,006,295	12/1999	JONES et al.	710	62	
	5,996,033	11/1999	CHIU-HAO	710	68	
	5,991,546	11/1999	CHAN et al.	395	882	
	5,935,224	08/1999	SVANCAREK et al.	710	63	
	5,892,974	04/1999	KOIZUMI et al.	395	836	
	5,886,686	03/1999	CHEN	345	168	
	5,872,999	02/1999	KOIZUMI et al.	395	892	
	5,870,027	02/1999	HO	340	693	
	5,867,166	02/1999	MYHRVOLD et al.	345	419	
	5,832,244	11/1998	JOLLEY et al.	395	309	
	5,816,921	10/1998	HOSOKAWA	463	43	

\*Examiner

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.



ATTY. DOCKET NO.

SERIAL NO.

723-1403

10/600,585

APPLICANT

SHIMIZU et al.

FILING DATE

GROUP

June 23, 2003

TBA

## U.S. PATENT DOCUMENTS

*EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
	5,784,064	07/1998	PENNA et al.	345	422	
	5,754,890	05/1998	HOLMDAHL et al.	395	883	
	5,748,756	05/1998	LEAL et al.	381	118	
	5,721,947	02/1998	PRIEM et al.	395	824	
	5,717,428	02/1998	BARRUS et al.	345	168	
	5,708,799	01/1998	GAFKEN et al.	395	500	
	5,696,912	12/1997	BICEVSKIS et al.	395	308	
	5,680,534	10/1997	YAMATO et al.	395	173	
	5,655,966	08/1997	WERDIN, Jr., et al.	463	25	
	5,645,277	07/1997	CHENG	273	148	
	5,644,790	07/1997	LI et al.	395	883	
	5,630,174	05/1997	STONE, IV, et al.	395	883	
	5,630,170	05/1997	KOIZUMI et al.	395	834	
	5,628,686	05/1997	SVANCAREK et al.	463	36	
	5,615,344	03/1997	GORDER	395	309	
	5,607,157	03/1997	NAGASHIMA	273	148	
	5,599,231	02/1997	HIBINO et al.	463	29	
	5,599,232	02/1997	DARLING	463	44	
	5,593,350	01/1997	BOUTON et al.	463	36	
	5,546,050	08/1996	FLORIAN et al.	330	282	
	5,513,302	04/1996	TSAI	395	114	
	5,509,811	04/1996	HOMIC	439	55	
	5,549,487	10/1995	BOUTON	345	156	
	5,428,355	06/1995	JONDROW et al.	341	20	
	5,421,590	06/1995	ROBBINS	273	438	
	5,389,006	02/1995	NOSCHSE	439	354	
	5,268,669	12/1993	ROSKOWSKI	340	534	
	5,245,320	09/1993	BOUTON	345	167	
	5,239,540	08/1993	ROVIRA et al.	370	77	
	5,230,059	07/1993	NIELSEN et al.	395	800	
	5,213,327	05/1993	KITAE	273	148	
	5,155,768	10/1992	MATSUBARA	380	23	
	RE 34,161	01/1993	NAKAGAWA et al.	273	85	
	5,091,832	02/1992	TORTOLA et al.	362	109	
	5,050,041	09/1991	SHAFI	361	391	
	5,049,863	09/1991	OKA	340	170	
	5,004,232	04/1991	WONG et al.	273	435	
	4,976,429	12/1990	NAGEL	273	1	
	4,972,470	11/1990	FARAGO	380	3	
	4,850,591	07/1989	TAKEZAWA et al.	273	85	
*Examiner	Date Considered					

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.



**SERIAL NO.**

10/600,585

SHIMIZU et al.

FILING DATE

**GROUP**

**June 23, 2003**

**TBA**

## U.S. PATENT DOCUMENTS

[illegible]

## FOREIGN PATENT DOCUMENTS

[illegible]

**OTHER DOCUMENTS** (including Author, Title, Date, Pertinent pages, etc.)

68HC705V8 SPECIFICATION REV. 2.1 (GENERAL RELEASE), MCU System Design Group, Oak Hill, Texas, August 12, 1994, pp. iii – xi, xiii, and 89-96

HC08 - 68HC08AS32, Advance Information Rev. 3.0, Motorola, printed out July 24, 2001, pp. 2-27, and 234-308

Website <http://www.repairfaq.org/REPAIR/Pinouts.html> entitled "Pinouts for various connectors in Real Life(tm)", page 1 of 3, dated 5/20/97, author not established.

Christy J., Website [http://www.repairfaq.org/REPAIR/F\\_SNES.html](http://www.repairfaq.org/REPAIR/F_SNES.html) entitled "Super Nintendo Entertainment System: pinouts & protocol, 3/26/96, 5 pages by way of link "2.2) SNES" in the website above.

U.S. Application No. 10/132,702

U.S. Application No. 10/225,472

U.S. Application No. 10/225,487

U.S. Application No. 10/225,488

\*Examiner

**Date Considered**

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.


**INFORMATION DISCLOSURE  
CITATION**

(Use several sheets if necessary)

ATTY. DOCKET NO.

723-1403

APPLICANT

SHIMIZU et al.

FILING DATE

June 23, 2003

SERIAL NO.

10/600,585

GROUP

TBA

**U.S. PATENT DOCUMENTS**

*EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
	001	6,226,012	5/2001	PRIEM et al.		
	002	6,198,488	3/2001	LINDHOLM et al.		
	003	6,181,352	1/2001	KIRK et al.		
	004	6,173,367	1/2001	ALEKSIC et al.		
	005	6,092,124	7/2000	PRIEM et al.		
	006	6,057,852	5/2000	KRECH, Jr.		
	007	6,037,949	3/2000	DeROSE et al.		
	008	6,028,611	2/2000	ANDERSON et al.		
	009	6,025,853	2/2000	BALDWIN		
	010	6,023,738	2/2000	PRIEM et al.		
	011	6,002,409	12/1999	HARKIN		
	012	5,999,196	12/1999	STORM et al.		
	013	5,969,726	10/1999	RENTSCHLER et al.		
	014	5,949,440	9/1999	KRECH, Jr. et al.		
	015	5,949,424	9/1999	CABRAL et al.		
	016	5,940,086	8/1999	RENTSCHLER et al.		
	017	5,920,326	7/1999	RENTSCHLER et al.		
	018	5,917,496	6/1999	FUJITA et al.		
	019	5,874,969	2/1999	STORM et al.		
	020	5,821,949	10/1998	DEERING		
	021	5,815,166	9/1998	BALDWIN		
	022	5,805,868	9/1998	MURPHY		
	023	5,801,716	9/1998	SILVERBROOK		
	024	5,801,706	9/1998	FUJITA et al.		
	025	5,798,770	8/1998	BALDWIN		
	026	5,777,629	7/1998	BALDWIN		
	027	5,774,133	6/1998	NEAVE et al.		
	028	5,768,629	6/1998	WISE et al.		
	029	5,768,626	6/1998	MUNSON et al.		
	030	5,764,243	6/1998	BALDWIN		
	031	5,758,182	5/1998	ROSENTHAL et al.		
	032	5,727,192	3/1998	BALDWIN		
	033	5,721,947	2/1998	PRIEM et al.		
	034	5,701,444	12/1997	BALDWIN		
	035	5,687,357	11/1997	PRIEM		
	036	5,608,424	3/1997	TAKAHASHI et al.		
	037	5,594,854	1/1997	BALDWIN et al.		
	038	5,504,917	4/1996	AUSTIN		
*Examiner				Date Considered		

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.



# INFORMATION DISCLOSURE CITATION

ATTY. DOCKET NO.

SERIAL NO.

723-1403

10/600,585

APPLICANT

SHIMIZU et al.

FILING DATE

GROUP

June 23, 2003

TBA

(See several sheets if necessary)

## U.S. PATENT DOCUMENTS

*EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
	039 5,457,775	10/1995	JOHNSON Jr. et al.			
	040 5,421,028	5/1995	SWANSON			
	041 5,392,393	2/1995	DEERING			
	042 5,392,385	2/1995	EVANGELISTI et al.			
	043 5,170,468	12/1992	SHAH et al.			
	044 5,136,664	8/1992	BERSACK et al.			
	045 4,945,500	7/1990	DEERING			
	046 4,914,729	4/1990	OMORI et al.			
	047 4,901,064	2/1990	DEERING			
	048 4,866,637	9/1989	GONZALEZ-LOPEZ et al.			
	049 4,862,392	8/1989	STEINER			
	050 4,829,295	5/1989	HIROYUKI			
	051 4,725,831	2/1988	COLEMAN			
	052 4,658,247	4/1987	GHARACHORLOO			
	053 4,570,233	2/1986	YAN et al.			
	054 4,425,559	1/1984	SHERMAN			
	055 4,388,620	6/1983	SHERMAN			

## FOREIGN PATENT DOCUMENTS

	DOCUMENT	DATE	COUNTRY	CLASS	SUBCLASS	TRANSLATION	
						YES	NO
056	EP 1 081 649	3/2001	EUROPEAN				
057	EP 1 075 146	2/2001	EUROPEAN				
058	EP 1 074 945	2/2001	EUROPEAN				
059	JP 2000-215325	8/2000	JAPAN (w/English Abstract)				
060	JP 2000-207582	7/2000	JAPAN (w/English Abstract)				
061	JP 2000-182077	6/2000	JAPAN (w/English Abstract)				
062	JP 2000-156875	6/2000	JAPAN (w/English Abstract)				
063	JP 2000-149053	5/2000	JAPAN (w/English Abstract)				
064	JP 2000-132706	5/2000	JAPAN (w/English Abstract)				
065	JP 2000-132704	5/2000	JAPAN (w/English Abstract)				
066	JP 2000-92390	3/2000	JAPAN (w/English Abstract)				
067	JP 2000-66985	3/2000	JAPAN (w/English Abstract)				
068	JP 11259678	9/1999	JAPAN (w/English Abstract)				
069	JP 11259671	9/1999	JAPAN (w/English Abstract)				

\*Examiner

Date Considered

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.




**INFORMATION DISCLOSURE  
CITATION**

(Use several sheets if necessary)

ATTY. DOCKET NO.

723-1403

APPLICANT

SHIMIZU et al.

FILING DATE

June 23, 2003

SERIAL NO.

10/600,585

GROUP

TBA

**FOREIGN PATENT DOCUMENTS**

						TRANSLATION	
	DOCUMENT	DATE	COUNTRY	CLASS	SUBCLASS	YES	NO
070	JP 11226257	8/1999	JAPAN (w/English Abstract)				
071	JP 11203500	7/1999	JAPAN (w/English Abstract)				
072	JP 11161819	6/1999	JAPAN (w/English Abstract)				
073	JP 11076614	3/1999	JAPAN (w/English Abstract)				
074	JP 11053580	2/1999	JAPAN (w/English Abstract)				
075	WO 94/10641	5/1994	WIPO				
076	CA 2,070,934	12/1993	CANADIAN				

**OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)**

077	Photograph of Sony PlayStation II System
078	Photograph of Sega Dreamcast System
079	Photograph of Nintendo 64 System
080	Whitepaper: 3D Graphics Demystified, November 11, 1999, <a href="http://www.nvidia.com">www.nvidia.com</a>
081	Whitepaper: "Z Buffering, Interpolation and More W-Buffering", Doug Rogers, January 31, 2000, <a href="http://www.nvidia.com">www.nvidia.com</a>
082	Whitepaper: Using GL_NV_vertex_array and GL_NV_fence, posted 8/1/2000, <a href="http://www.nvidia.com">www.nvidia.com</a>
083	Whitepaper: Anisotropic Texture Filtering in OpenGL, posted 7/17/2000, <a href="http://www.nvidia.com">www.nvidia.com</a>
084	Whitepaper: Mapping Texels to Pixels in D3D, posted 4/5/2000, <a href="http://www.nvidia.com">www.nvidia.com</a>
085	Whitepaper: Guard Band Clipping, posted 1/31/2000, <a href="http://www.nvidia.com">www.nvidia.com</a>
086	Whitepaper: Cube Environment Mapping, posted 1/14/2000, <a href="http://www.nvidia.com">www.nvidia.com</a>
087	Whitepaper: Color Key in D3D, posted 1/11/2000, <a href="http://www.nvidia.com">www.nvidia.com</a>
088	Whitepaper: Vertex Blending Under DX7 for the GeForce 256, 1/5/2000, <a href="http://www.nvidia.com">www.nvidia.com</a>
089	Whitepaper: Optimizing Direct3D for the GeForce 256, 1/3/2000, <a href="http://www.nvidia.com">www.nvidia.com</a>
090	Whitepaper: Dot Product Texture Blending, 12/3/1999, <a href="http://www.nvidia.com">www.nvidia.com</a>
091	Whitepaper: Technical Brief: AGP 4X with Fast Writes, 11/10/1999, <a href="http://www.nvidia.com">www.nvidia.com</a>
092	Technical Brief: Transform and Lighting, 11/10/1999, <a href="http://www.nvidia.com">www.nvidia.com</a>
093	Technical Brief: What's New With Microsoft DirectX7, posted 11/10/1999, <a href="http://www.nvidia.com">www.nvidia.com</a>
094	Mitchell et al., "Multitexturing in DirectX6", Game Developer, September 1998, <a href="http://www.gdmag.com">www.gdmag.com</a>
095	VisionTek, "GeForce2 GS Graphics Processing Unit", ©2000 <a href="http://www.visiontek.com">www.visiontek.com</a>
096	Jim Bushnell et al. "Advanced Multitexture Effects With Direct3D and OpenGL", Pyramid Peak Design & ATI Research, Inc., Game Developers Conference, ©1999
097	Sony PlayStation II Instruction Manual, Sony Computer Entertainment Inc., ©2000
098	Stand and Be Judged, Next Generation, May 2000
099	PlayStation II: Hardware Heaven or Hell?, Next Generation, January 2000
100	Chris Charla, "Play Station II: The Latest News", Next Generation, September 1999
101	"First PlayStation II Gameplay Screens Revealed!", Next Generation, September 1999
102	Game Enthusiast Online Highlights, March 18, 1999
103	Game Enthusiast Online Highlights, March 19, 1999
104	Game Enthusiast Online Highlights, March 17, 1999
105	Game Enthusiast Online Highlights, October 20, 1999
106	Joel Easley, "PlayStation II Revealed", Game Week, September 29, 1999

\*Examiner

Date Considered

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.


**INFORMATION DISCLOSURE  
CITATION**

(Use several sheets if necessary)

ATTY. DOCKET NO.

723-1403

APPLICANT

SHIMIZU et al.

FILING DATE

June 23, 2003

SERIAL NO.

10/600,585

GROUP

TBA

**OTHER DOCUMENTS (Including Author, Title, Date, Pertinent pages, etc.)**

- 107 Inside Sony's Next Generation Playstation, ©1999
- 108 Press Releases, March 18, 1999
- 109 Chris Johnston, "PlayStation Part Deux", Press Start, ©1999
- 110 Nikkei Shimbun, "Sony Making SME, Chemical and SPT into Wholly-Owned Subsidiaries", March 9, 1999
- 111 AM News: Japanese Developers Not All Sold on PS2, Next Generation, March 16, 1999
- 112 Sony To Turn PlayStation Maker Into Wholly Owned Unit-Nikkei, Dow Jones News Service, March 8, 1999
- 113 Yumiko Ono, Sony Antes Up Its Chips In Bet On New Game System, Dow Jones News Service, March 4, 1999
- 114 MacWeek.Com Gets Inside Story on Connectix VGS for Windows; Controversial Emulator of Sony PlayStation Games Cureently Available for Macs Only, Business Wire, March 12, 1999
- 115 "DexDrive Bridges Gap", The Tampa Tribune, March 12, 1999
- 116 A Microprocessor With a 128b CPU, 10 Floating-Point MAC's, 4 Floating-Point Dividers, and an MPEG2 Decoder, 1999 IEEE International Solid-State Circuits Conference, February 16, 1999
- 117 Dreamcast Instruction Manual, Sega Enterprises, Ltd., ©1998
- 118 "Sega To Launch Video Camera for Dreamcast", Reuters Business News, February 16, 2000
- 119 David Pescovitz, "Dream On", Wired, August 1999
- 120 Randy Nelson, "Dreamcast 101: Everything You Ever Wanted To Know About Sega's Powerful New Console", Official Sega Dreamcast Magazine, June 1999
- 121 2D/3D Graphics Card User Manual, Guillemot, ©1999
- 122 Nintendo 64 Instruction Booklet, Nintendo of America, 1998
- 123 Steven Levy, "Here Comes PlayStation II", Newsweek, March 6, 2000
- 124 David Sheff, "Sony Smackage: Test Driving The PlayStation II", Wired, November 1999
- 125 Introducing The Next Generation PlayStation, Sony Computer Entertainment Inc., ©1999
- 126 Leadtek GTS, August 3, 2000, www.hexus.net
- 127 Voodoo 5 5500 Review, July 26, 2000, www.hexus.net
- 128 ATI Radeon 64 Meg DDR OEM, August 19, 2000, www.hexus.net
- 129 Microsoft Xbox - The Future of Gaming, Microsoft Xbox Performance Sheet, www.xbox.com
- 130 Robert L. COOK, "Shade Trees", Computer Graphics, Vol. 18, No. 3, July 1984
- 131 WANG et al., "Second-Depth Shadow Mapping", Department of Computer Science, Univ. N.C, Chapel Hill, N.C. pp. 1-7
- 132 PEERCY et al., "Efficient Bump Mapping Hardware", Computer Graphics Proceedings, Annual Conference Series, 1997
- 133 Gustavo OLIVEIRA, "Refractive Texture Mappig, Part One", www.gamasutra.com, November, 10, 2000
- 134 John SCHLAG, "Fast Embossing Effects on Raster Image Data, Graphics Gems IV, Edited by Paul S. Heckbert, Computer Science Department, Carnegie Mellon University, Academic Press, Inc., 1994, pp.433-437
- 135 James F. BLINN, "Simulation of Wrinkled Surfaces," Caltech/JPL, pp. 286-292, SIGGRAPH 78 (1978)
- 136 Tomas MÖLLER and Eric HAINES "Real-Time Rendering", AK Peters, Ltd., ©1999, pp. 127-142
- 137 Technical Presentation: Vertex Buffers, posted 6/12/2000, www.nvidia.com
- 138 Technical Presentation: Hardware Transform and Lighting, www.nvidia.com, posted 6/12/2000
- 139 Technical Presentation: Hardware Bump-mapping Choices and Concepts, 6/07/2000, www.nvidia.com
- 140 Technical Presentation: How to Bump Map a Skinned Polygonal Model, 6/7/2000, www.nvidia.com
- 141 Technical Presentation: Computations for Hardware Lighting and Shading, 3/17/2000, www.nvidia.com

\*Examiner

Date Considered

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.


**INFORMATION DISCLOSURE  
CITATION**

ATTY. DOCKET NO.

SERIAL NO.

723-1403

10/600,585

APPLICANT

SHIMIZU et al.

FILING DATE

GROUP

June 23, 2003

TBA

**OTHER DOCUMENTS (Including Author, Title, Date, Pertinent pages, etc.)**

- 142 Technical Presentation: Practical Bump-mapping for Today's GPUs, 3/17/2000 www.nvidia.com
- 143 Technical Presentation: Shadows, Transparency, & Fog, 3/17/2000 www.nvidia.com
- 144 Technical Presentation: GeForce 256 Register Combiners, 3/17/2000 www.nvidia.com
- 145 Technical Presentation: TexGen & The Texture Matrix, 3/15/2000 www.nvidia.com
- 146 Technical Presentation: Toon Shading, 3/15/2000, www.nvidia.com
- 147 Technical Presentation: D3D 7 Vertex Lighting, 3/15/2000, www.nvidia.com
- 148 Technical Presentation: Per-Pixel Lighting (by S. Dietrich) 3/14/2000 www.nvidia.com
- 149 Technical Presentation: GeForce 256 and RIVA TNT Combiners, 12/8/1999, www.nvidia.com
- 150 Technical Presentation: Vertex Cache Optimization, 11/12/1999, www.nvidia.com
- 151 Technical Presentation: Vertex Blending, 11/12/1999, www.nvidia.com
- 152 Technical Presentation: Hardware Transform and Lighting, 11/12/1999, www.nvidia.com
- 153 Technical Presentation: GeForce 256 Overview, 11/12/1999, www.nvidia.com
- 154 Technical Presentation: DirectX 7 and Texture Management, 11/12/1999 www.nvidia.com
- 155 Technical Presentation: Dot Product Lighting, 11/12/1999, www.nvidia.com
- 156 Technical Presentation: Texture Coordinate Generation, 11/3/1999, www.nvidia.com
- 157 Technical Presentation: Phong Shading and Lightmaps, 11/3/1999, www.nvidia.com
- 158 Technical Presentation: The ARB\_multitexture Extension, 11/3/1999 www.nvidia.com
- 159 Technical Presentation: Multitexture Combiners, 11/3/1999, www.nvidia.com
- 160 Technical Presentation: Emboss Bump Mapping, 11/3/1999, www.nvidia.com
- 161 Technical Presentation: Hardware Accelerated Anisotropic Lighting, 11/3/1999 www.nvidia.com
- 162 Technical Presentation: Guard Band Clipping, 11/3/1999, www.nvidia.com
- 163 The RenderMan Interface, Stephan R. Keith, Version 3.1, Pixar Animation Studios, September 1989
- 164 The RenderMan Interface, Version 3.2, Pixar Animation Studios, July 2000, www.pixar.com
- 165 NVIDIA Product Overview, "GeForce2Ultra", NVIDIA Corporation, 8/21/00, www.nvidia.com
- 166 Duke, "Dreamcast Technical Specs", Sega Dreamcast Review, Sega, 2/99, www.game-revolution.com
- 167 Marlin Rowley, "GeForce 1 & 2 GPU Speed Tests", 5/11/2000, www.g256.com
- 168 "Dreamcast: The Full Story", Next Generation, September 1998

**OTHER REFERENCE ON SEPARATE CD:**

DirectX 7.0 Programmer's Reference, Microsoft Corporation, 1995-1999 (as part of the DirectX 7.0 SDK on the Companion CD included with "Inside DirectX3D", Microsoft Programming Series, Peter J. Kovach, Microsoft Press, 1999)

**TEXTBOOK REFERENCES:**

- "Inside DirectX3D", Microsoft Programming Series, Peter J. Kovach, Microsoft Press, 1999
- "OpenGL Programming Guide, The Official Guide to Learning OpenGL, Release 1", Jackie Nieder, Tom David, Mason Woo, Addison-Wesley Publishing Co., 1993
- "Procedural Elements for Computer Graphics," Second Edition, David F. Rogers, McGraw Hill, 1998
- "Real-Time Rendering," Tomas Moller, Eric Haines, AK Peters, 1999
- "Computer Graphics, Principles and Practice," Second Edition, The Systems Programming Series, Foley, van Dam, Fiener, Hughes, Addison Wesley, 1990
- "Principles of Three-Dimensional Computer Animation", "Revised Edition, Michael O'Rourke, W.W. Norton & Company, 1998

\*Examiner

Date Considered

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.